SWOSEd

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SWOSEd

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                            SWOS Ed v1.8

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1.2   Introduction to SWOS Ed

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   Introduction
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  SWOS Ed is a team editor for Sensible World of Soccer, which is an
excellent soccer game. I think it's the best soccer game with management
options available for any computer. One of its main advantages is the
quantity of data, meaning the worldwide teams and players. But some of them
are way out of date. For example in version 96/97 of SWOS, several names
in the Polish data file are mispelled and others are just too old. Some players
are even in two different teams at once! Unfortunately there's no team
editor included with the game, but now using SWOS Ed you can edit your
favourite team and change the abilities of all players etc.

Main features of SWOS Ed:
   – It uses MUI (it's font sensitive and easy to use), and multitasks
     well.
   – Uses internal RNC depacking (SWOS data files are packed). There's no
     need for an external utility to depack the files.
   – It is able to pack data files using ProPack.
   – It allows you to transfer players between teams and teams between leagues.
   – A multiple data file mode.
   – It is able to print teams' squads.
   – It has an excellent player search facility.
   – It allows you to change game's graphics using any paint program.
   – It's localized with many translations available.

1.3   SWOS Ed Requirements

Requirements

   SWOS Ed should run on any Amiga with Kickstart 2.0+ with MUI 3.5 (or
newer) installed on the Workbench, and 1MB of memory. But since I own a
better machine I can't say for sure. I have tested my program on an
A1200/Kickstart~3.0/6MB~of~RAM with MUI 3.8.

   Of course you also need a copy of "Sensible World of Soccer".

   SWOS Ed has been tested with SWOS 1.0, 1.1, 95/96, EC'96 and 96/97.

1.4   Installation on HD

Installation

   You can install SWOS Ed on your HD the easy way by using the supplied
installer script. The Installer utility needs to be present somewhere in
your system path to run it. Although it's not difficult to install SWOS Ed
manually. All you need to do is, drag the program's icon into whatever
directory you prefer. If you want to install this guide too, do the same
with the Help drawer. If you don't, you won't be able to read it by
pressing the Help key. Program translations are in the Catalogs directory,
so if you would like the ability to run SWOS Ed in different languages,
copy this directory as well.

1.5   How to use SWOS Ed

Usage

Main Window

   If you run SWOS Ed (by double clicking on its icon) the main window will
appear on the screen. It's divided into three parts labelled:

File Section   Team Section   Player Section

 Menus

 The menus are divided into five groups called:

 Program   Team   Player   Special   Settings

   Please also read the Important section of this guide, before you start using
SWOS Ed.

1.6   File Section

 File Section

   Using the "SWOS Data Path" gadget you need to specify the path to the
directory where the TEAM.??? files are stored. For example if you
installed SWOS on your HD in the directory "Work:Games/SWOS", this string
gadget should contain "Work:Games/SWOS/data". When you specify a correct
directory path SWOS Ed will automatically scan the data files in it and
display a list of countries found in the files. You can then click on the
country which you want to edit and the data file will be loaded and
decrunched if necessary. Below the list there are two very important
gadgets. If you click on the first of them "Save to RAM:" SWOS Ed will
save the data file (with your modifications) to RAM:. You can then copy it
to the proper directory manually. Whereas "Save to Game" saves thr file in
the game's data directory and overwrites the original file. So you don't
need to copy it to any other directory and can just start playing your new
updated SWOS.

1.7   Team Section

 Team Section

   This is where you can change the global team parameters. First of all
you must select a team to edit. After clicking on the popup gadget you'll
be able to select one from the list which appears. If you change the
contents of the string gadget, this will change the actual name of the team
in the game. Below this gadget you can change the coach's name, select the
default formation and the colour of the kits. Everything should be fairly
straightforward except for the gadgets described below.

The "Pattern" gadget. This specifies the appearance of the players shirts.
 Solid - means that whole shirt is Shirt 1 colour.
 Sleeves - the shirts are Shirt 1 colour with sleeves Shirt 2 colour.
 Vertical and horizontal stripes - the shirts have coloured stripes, using
                                  both Shirt colours obviously.

The "Division" gadget allows you to change the division which the team
plays in. Please remember that you can't change the number of teams

playing in a division. For example if you promote any team to a higher
division you must also relegate one team. Otherwise SWOS will just crash
at the end of the season or even earlier.

The "Team Grid" gadget opens a separate window, which shows the team's
current formation and the positions of individual players on the pitch You
can change those positions using drag&drop, but the grid data is lost if
you change the number of any player. Of course you can always set the grid
again.

1.8   Player Section

   Player Section

The player section is the part of the window where you can change the
individual players data. You can select which player to edit, change his
name, nationality, skin, hair, type and many other attributes. Note that
it's impossible to have a player with black skin and light hair.
The value bar has a slightly different function depending on whether the
player being edited is a goalkeeper or not. When editing goalkeepers all
his skills must be set to 1, and only the value itself affects how good a
goalkeeper is. For all the other players their value is calculated in
real-time when you change the player's skills. You can't change the value
of a non-goalkeeper except by changing his skills.

1.9   Program Menu

   Program Menu

   About   - Displays about requester. Only for informational purposes.

   About MUI - Display info about MUI.

   Quit   - Guess what this does! I'll let you into a secret, it
               doesn't format your hard drive...

1.10   Team Menu

   Team Menu

   Copy   - Copies the selected team's data to the internal team
                 clipboard.

   Paste   - Copies team data from the clipboard into the selected team.

   Exchange   - Exchange the contents of the clipboard with the selected
                 team's data.

   Load   - Loads team data from a file (created using the Save option)
                 and replaces the current team with the loaded data.

```
   Save As      - Saves the current team's data to a file, which can be loaded
                  back in later using the Load option.

   Print Squad - Prints a squad list for the current team.
```

1.11   Player Menu

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  Player Menu

   Copy        - Copies the selected player's data to the internal player
                  clipboard.

   Paste       - Copies player data from the clipboard into the selected player.

   Exchange    - Exchange the contents of the clipboard with the selected
                  player's data.

   Search      - Searches for players who match skills set by the user. It opens
                  a separate window titled "Search for Player".  In the "Name
                  Pattern" gadget you can type an AmigaDOS pattern.  Only players
                  whose names match with this pattern will be eventually found.
                  For example if you type "#?R#?" you are asking the computer
                  for a list of players with letter "R" in the name.
                  There are two listviews below "Name Pattern" gadget in the
                  window.  You can select nationality and player type here.
                  Entries marked with "+" are selected.  So if you want
                  information about Polish goalkeepers, you must select "POL"
                  and "G" and leave all the others unselected.  "Invert" button
                  inverts the state of all entries in the listview, all
                  selected entries become unselected and vice-versa.  There is
                  also a group of gadgets on the right side of the window.
                  You can set the minimum and maximum values for players' skills
                  here.  Only players with every single skill between the min
                  and max will be found.  For example, if you want information
                  about reserves, set Number min at 12 and Number max at 16.
                  Now just two more buttons.  "Search Memory" searches for
                  specified players in the memory.  If multifile mode is not
                  active it scans only the current league data, if multifile mode
                  is active is scans all the leagues currently loaded into memory.
                  "Search Files" searches for players in all the datafiles from
                  the SWOS data path.  You can see a list of all found players
                  in the "Search Report" listview, you can also clear this
                  report using the "Clear Report" gadget.

   Find        - This option is very similar to the Search option.  It tries
   Duplicates    to find players with duplicate names in the same data files.
                  For example you can check if any player is entered in the data
                  files more than once.  If the "Only Surname" gadget is toggled
                  on, players like "T.SMITH", "TOM SMITH" and "BEN SMITH" are
                  treated as though they have exactly the same name.  "Check the
                  Nationality" makes the program additionally check the
                  player's nationality.  The other gadgets and their functions are
                  the same as for the "Search" option.
```

1.12 Special Menu

Special Menu

     Update Cup Teams - This option lets you update the teams playing in european
                        cups easily. Updating the cup teams is highly recommended,
                        because if you don't update them and start a career, the
                        teams from abroad which you play against in the european
                        cups will still have their old squads. Just make the ←
                           changes
                        to the squads in the national leagues and then select this
                        option. The old squads in the cup data files will be ←
                           replaced
                        by your newly updated ones. You will be warned if a file ←
                           used
                        to update the cup teams is currently loaded into memory,
                        because if you save the file to disk after updating the ←
                           teams
                        you'll have to update the data again. When updating the ←
                           cups
                        SWOS Ed loads the data it requires from the data files on
                        disk and ignores and changes you may have made to the files
                        currently in memory. In the unregistered version of SWOS Ed
                        this option only updates the Champions League.

 Update POOLPLYR.DAT - This option lets you update the POOLPLYR.DAT file, which
                        contains the player's transfer list data. If you don't use
                        this option transfers may not work correctly and may cause
                        SWOS to crash. It's possible to use this option even in the
                        unregistered version of SWOS Ed, but you'll have to cancel
                        some "nervrequesters" which will appear during updating.
                        Warning!! You will need to repack POOLPLYR.DAT. Otherwise
                        SWOS will crash when you start your career. Try to get hold
                        of ProPack somehow.

     Convert Graphics - With this option you can now change the graphics in
                        the rest of the game.
                        First of all, you must set the proper SWOS grafs path.
                        For example, if SWOS is installed on your hard drive in
                        Work:Games/SWOS directory, you should type
                        Work:Games/SWOS/grafs in the box. Then the files which
                        contain the game's graphics will be displayed below.
                        When you select any file and click the "Convert RAM->ILBM"
                        gadget you'll be able to save that file in an IFF ILBM
                        format. Now load the file into Personal Paint or Deluxe
                        Paint etc, make any changes you want to the graphics and
                        save the modified picture as an ILBM file.
                        If you are a registered user of SWOS Ed you can convert
                        the altered graphic file back to RAW format. Just click
                        "Convert ILBM->RAW" and select your modified ILBM file.
                        You shouldn't change the size, colour depth or
                        screenmode of the picture, because it won't let you
                        convert the file back to RAW if you do.
                        Any changes to the palette won't have any affect on
                        the game, since the colour information is stored in
                        the SWOS executable, not in the graphics data files.

The graphic converter was tested with the 96/97 version
of SWOS and seems to work fine. You don't even have to
repack the data files using ProPack.

1.13 Settings Menu

Settings Menu

Multifile Mode – This allows SWOS Ed to load several data files into memory
                and switch between them without losing any changes.
                When it is not set, changing the league causes the
                data in memory to be deleted after loading another
                league. If multifile mode is activated when you change
                leagues, data is not lost, but stored in memory.
                So whenever you select that league again, the data won't
                have to be loaded from disk again, but is recovered from
                memory and any changes you made will be kept intact.

Graphics   – If you have an Amiga with Kickstart 3.0 you can show the
                actual appearance of the kits while editing. This option
                will toggle it on and off. For the colours to be
                displayed correctly, you need to run SWOS Ed on a screen
                with at least 16 colours, preferably 32 if possible.

Packing   – If you have the ProPack utility installed on your hard
                disk as "C:ProPack" SWOS Ed is able to auto-pack data
                files. "None" means that no compression is used, "Size"
                means that files are packed using an algorithm that
                makes them as small as possible, "Speed" – files are
                packed using an algorithm that makes them unpack
                quicker. Speed compression is used in SWOS 1.0 and
                SWOS 1.1, Size compression is used in SWOS 95/96.
                If you don't have ProPack, there is some information
                about it in the Problems section of this guide.

Interface   – "Pop-lists" sets the list of teams and players to appear
                in normal pop-lists. "Windows" puts the lists in seperate
                windows which you can move and scale. What's more, when
                you select a team or player, the windows are updated.
                It's much easier to use than "Pop-lists", when you just want
                to change some skills or make a few transfers without major
                editing of the data file.

Save Prefs   – Saves the config file. It stores information like paths,
                current multifile mode status and interface mode status as
                well. It is pre-loaded whenever you use SWOS Ed.

MUI Settings   – Calls MUI preferences program. Changes which you made
                to MUI configuration will only apply for SWOS Ed.

1.14 SWOS Ed Copyright

Copyright

   SWOS Ed is shareware. This means you can freely copy it, give it to your
friends etc. But if you decide to use it, you have to send a small fee
to the author. You are not allowed to modify any file or reassemble the
executables.

   SWOS Ed is a MUI application. MUI is copyrighted 1992-96 by Stefan
Stuntz.

   SWOS Ed has been tested for a while and found to be stable in everyday
use. However the author is not responsible for any loss of data, damages
to software or hardware that may result directly or indirectly from the use
of this program.

   I've worked on developing SWOS Ed for a long time now and I have to spend
a lot of time working on SWOS Ed's sources when I want to improve anything.
As you can probably understand, I would like some reward for all this work.
If you find my program useful and you like using it, please register.
The unregistered version has some of the new options disabled and displays
a shareware reminder when you start the program, which forces you to wait
about 20 seconds. Please try to be understanding, I really do need an
accelerator board for my A1200...

   First of all, if you live in Poland it is much easier to register than
all those people who live in other countries. Read the Polish version of
SWOSEd.guide for details. All non-Poles, please, read below for how to
register.

   I feel that the registration fee is not very high. Earlier versions of
SWOS Ed were postcardware and those people, who sent me a postcard before
20th of March 1997 pay even less.

| Currency | | For people who registered |
| (only these from the | | postcardware version of |
list are supported)	"Standard" fee	SWOS Ed before 20.3.97.
GBP (Great Britain)	10 GBP	5 GBP
USD (United States)	15 USD	8 USD
DM (Germany)	20 DM	10 DM

   I suggest that the best way of sending the money is to put bank notes (no
coins!) between two blank pieces of paper (to avoid it being seen) in the
envelope together with the registration form. If you don't have an e-mail
address, please include an envelope addressed to you and postage stamps for
your letter. I'll send you the registration number anyway, but you'll get
it faster if you remember to include these things. I'm not responsible if
your money is lost in the post. If you are worried about sending money
through the post, try to use postal services which allow you to get your
money refunded if it is lost.

   You should get your registration number in one to eight weeks.
Otherwise, please contact me, and we'll try figure out what was wrong. If
you have an e-mail address and type it into the registration form this will
greatly speed up the process of sending out a registration number to you.

Spreading of your registration number is not allowed. Your number will
be disabled in the next versions of SWOS Ed if I learn that you gave it to
anyone.

  The unregistered version of SWOS Ed has some limitations:
    - There is a shareware reminder that opens when you start the program.
      It freezes SWOS Ed for 20 seconds.
    - The Player/Find Duplicates and Settings/Interface/Windows menu options
      are disabled.
    - The Special/Update Cup Teams option is limited to the Champions League.
      You can't update teams in the Cup Winners Cup or UEFA Cup.
    - There is a "nervrequest" you must cancel when updating POOLPLYR.DAT.
    - The Special/Convert Graphics option can convert RAW format to ILBM
      (so you can see that you are able to edit the game's graphics using any
      paint program) but can't convert ILBM back to RAW.

1.15   About the Author

  About the Author

  SWOS Ed is written by Piotr Bieniek, who is a 19-year-old secondary
school student in Lodz, Poland.

  A photo of the author can be found in the Help directory, saved in PNG
format. A PNG datatype is available on Aminet if you don't have one
already.

  To contact me, please try one of the following ways:

    by E-Mail:

      adam@chemul.uni.lodz.pl
      bieniek@krysia.uni.lodz.pl

    by normal mail (It's also the address to send the cash!):

      Piotr Bieniek
      ul. 11-go listopada 63 m.27
      91-371 Lodz
      Poland

    If you would like me to reply, please include an envelope adressed to you and
    post stamps for your letter.

  You could also try my personal WWW page, which is available at the
following adresses:

      http://www.pdi.net/~rafal/piotr/
      http://www.cadderly.demon.co.uk/piotr/

Thanks to Rafal Sanda and Jeff Crawford. Without them my WWW page would only be

a dream, not reality.

1.16 SWOS Ed Notes

Notes

The main parts of SWOS Ed are written in C, but there are also routines
written in assembler for better performance. It took me about 10 days to
write the first version of this program and was only possible because MUI
handles all the user input, so I had a lot less work to do than if I had
used gadtools.library. To create the window design I used MUI Builder 2.2.
By now of course, the SWOS Ed source files have changed completely since
the first release. The complete source takes up 283KB and it's stored in
11 modules.

Whilst sitting in front of the keyboard and monitor, I listened to the
tape "Elf" by Varius Manx. So you could say their music motivated me to
work!

I would like to thank some people. First of all, thanks to Piotr Cieniak.
He's my friend from class and suggested that I write a SWOS team editor in
the first place. My greetings also go to all girls that I know. If I
didn't know them, my life would be a mere shadow of what it is now.

Thanks to Jeff Crawford for being one of the first users of SWOS Ed and
for correcting this guide. Now it resembles the English language a lot more
than it did to start with.

Thanks also to Russell Eyre for being the first person who sent me a
postcard and to David Chan for being the first to send a registration fee.

Thanks go to Aitortxu Garcia (RiPP/GoBLinS) for helping with the data file
format research. Thanks to him the data files saved by SWOS Ed are more compatible
with the original ones.

I also send greetings to the whole of class IVa at XII LO in Lodz.

1.17 Important

Important

SWOS Ed versions 1.4 and above allow the editing of cup teams. But this option
has several limitations. To avoid creating problems for yourself, read these
instructions carefully.

You must not:
  – Exchange cup teams.
  – Paste a team from one league into a cup team from another league.

You may:
  – Update cup teams' squads. You can even use the team clipboard to do this.
  – Replace a cup team with another team from the same league, but first you

must exchange these two teams in their league data file.

   The safest way of updating cup teams is to change squads in national leagues'
files and then use Special/Update Cup Teams option from the menu.

   The team clipboard routines were rewritten in SWOS Ed 1.4 to make them more
useful, but the previous routines were safer. So please only use the team
clipboard if you really need it. This only applies to the team clipboard,
You can use the player clipboard without any restrictions.

   If you don't want SWOS to crash you must not:
      - Change the number of teams which play in a division. SWOS Ed 1.8 checks
        for this before saving a file and won't let you save the file if you do.
      - Modify cup teams and break the rules described above.
      - Save the English data file and POOLPLYR.DAT in unpacked form to the game.
        When unpacked these files are too large for SWOS and the game crashes
        when it tries to load them.

   If you don't want SWOS to crash you must:
      - Save all your modfified data files to the game and then update the cup
        teams and POOLPLYR.DAT (using Update Cup Teams and Update POOLPLYR.DAT
        from the Special menu).
      - Load all your previous updated files, edited with a version of SWOSEd older
        than 1.8, into SWOS Ed 1.8 and save them to diskthe game (you don't need to
        modify anything just save them using the newer version).
        Warning!! These old updates must have the correct number of teams in all
        divisions. Otherwise SWOS will still crash.

1.18   SWOS Ed History

History

     Version 1.0 (17.1.96) - Initial release.

     Version 1.1 (5.3.96)
        - Support for SWOS 95/96 data files.
        - The ability to transfer players between teams.
        - The ability to transfer teams between countries.
        - Multifile mode added. You can load several leagues into memory
          at once and switch between them without losing any changes.
        - Config file which stores your SWOS data path and multifile state.
        - GUI redesigned a little (bugfixed).
        - Many changes in internal program structure which users will
          probably never notice. Now the program is really object
          oriented.
        - Improved documentation.

     Version 1.2 (2.4.96)
        - GUI significantly redesigned.
        - Localization added. English, Polish and Dutch languages available.
        - Player's numbers editing added.
        - Sorting of players when saving files added. Players of different
          types are not mixed after loading into SWOS.
        - Small bugfix when loading the same file from different paths.

Version 1.3 (7.6.96)
   – GUI creation rewritten, now the program works better with MUI v3.
   – Graphic representation of kits added (OS3 required).
   – Packing of files using ProPack added (you need ProPack utility of
     course).
   – Norwegian and German translations added.

Version 1.4 (4.8.96)
   – Loading and Saving individual teams.
   – The ability to edit cup teams added. But it has many limitations
     (please, read the Important section of this guide).
   – Printing the teams' squads.
   – Players searching option added.
   – Team clipboard routines rewritten. Now you are able to change
     the team's division, using Team Copy/Paste/Exchange.
   – Dynamic Object Linking added. All GUI elements are created only
     when really needed, so they take up less RAM than before.
   – Many changes in the GUI. An especially significant change in the
     players list.
   – Small bugfixes. Sometimes SWOS Ed didn't free all the allocated
     memory.
   – German translation added.

Version 1.5 (29.10.96)
   – Team grid editing added.
   – Now you can change the division the team is in by just clicking on
     one gadget.
   – Internal changes.

Version 1.6 (15.3.97)
   – Registration number decoding and a shareware reminder added.
   – Find Duplicate players option added. (reg. only)
   – Now you can have the list of teams and players in normal windows,
     which can be individually moved, scaled etc. This is very useful
     if you often operate on different teams and players. (reg. only)
   – If you select Search in the files option and any of the files are
     missing from the SWOS data path, you can stop the search now.
   – Some small bugfixes. This version is more "stable" compared to the
     previous version.

Version 1.61 (26.8.97)
   – SWOS Ed 1.6 and ProPack crashed on 040 and 060 processors which had
     data caches enabled. So now SWOS Ed 1.61 clears caches when needed
     and temporarily disables them before calling ProPack.

Version 1.62 (20.9.97)
   – Major changes to the routines responsible for displaying the team's
     kit graphics. The remapping routine was rewritten in assembler, so
     it's about two times faster than before. The new routine requires less
     data to do exactly the same job as the previous version did, making
     the executable about 6KB smaller. Bitmap manipulations are now done in
     a more OS friendly way.
   – Changes to built-in English strings. For example the "Find the Same"
     option was renamed to "Find Duplicates".

Version 1.7 (25.11.97)

- Now you can change any of the game's graphics using SWOS Ed and any
  paint program, (eg. Personal Paint, Deluxe Paint or Brilliance).
  SWOS Ed converts the graphics data between the internal format of SWOS
  (RAW) and the IFF ILBM format readable by almost all graphics utilities.
  (this option is fully functional in the registered version only)
- You can easily update cup teams using the Special/Update Cup Teams
  option. It should solve the majority of crash problems experienced when
  updating cup teams. (fully functional in registered version only)
- The division which the team is from is displayed in the teams list.
  There is no need to select a team to show this information now.

Version 1.8 (16.1.98)
- A better and SWOS compatible way of setting the player's value.
- You can update the POOLPLYR.DAT file now (fully functional in registered
  version only).
- SWOS Ed checks the number of teams playing in divisions. If you have ←
   changed
  the number in a division (you're not allowed to do this), SWOS Ed won't ←
     let
  you save the file.
- Smaller changes, which should improve the compatibility of data created ←
   by
  SWOS Ed with original the SWOS' data. Now SWOS shouldn't crash at all
  (as long as you don't break the rules described in this guide).

1.19 To do in SWOS Ed

   To do

   Most of improvements discussed below will probably only be available in
the registered version of SWOS Ed. But some of them (for example bug fixes)
will be added to the unregistered version as well.

   It would be useful to have SWOS Ed save packed data files. SWOS doesn't
require it, (except for when editing the English league and updating
POOLPLYR.DAT, see Problems), but a packed file is about three times smaller
than unpacked. This can be especially important for users playing from floppy
disks, since the original SWOS disks are almost full. I'll try to include
built-in packing of data files in a future SWOS Ed release.

   I also think that it would be nice to translate SWOS Ed into more languages.
If anyone feels like translating the strings displayed in the program and
it's accompanying documentation, to any other language, please get in touch
with me.

   I'm always eager to hear any suggestions or comments you may have about my
program. Send them to me now!

1.20 Problems with SWOS Ed

   Common problems

Q: What is MUI and why can't I run SWOS Ed without it?

A: MUI is a system to generate good looking, font sensitive and easy to use
   graphical user interfaces. I think that every Amigan should use it!
   You can download util/libs/mui38usr.lha from Aminet. For a more
   detailed description of MUI, see the MUI section of this guide.

Q: I have the floppy version of SWOS. How can I install it on a HD? My
   problem is that when I try to save an unpacked data file produced by
   SWOS Ed, the disk is too full.

A: My SWOS HD installer should be available on Aminet as swoshd.lha in
   game/patch. If you don't have a hard disk (why not ???) you could
   make enough room by deleting the following files from SWOS disk 2:

   TEAM.080, TEAM.081, TEAM.082, TEAM.083, TEAM.084, TEAM.085.

   These files contain the international data, so if you delete them you
   won't be able to play the world cup for example.

Q: When I try to edit the English teams or I update POOLPLYR.DAT file it
   makes SWOS crash. What can I do to get around this?

A: The English league data file is the largest and when it's unpacked it's
   about three times bigger! That's the reason that the game crashes. The
   unpacked file is larger than SWOS's internal buffer and the game can't
   load it properly. The same problem occurs with POOLPLYR.DAT file. To make
   the game work properly, you have to repack the file using an external packer
   program like ProPack. Everything will then work fine. If you are unable
   to do this, you could choose one of the other leagues, copy your favourite
   teams into it and play that league instead, with English teams.
   Alternatively, you can wait for the new version of SWOS Ed that will output
   packed data files. If you want to update POOLPLYR.DAT file repacking of it
   is the only solution.

Q: Where can I get ProPack? I can't find it in Aminet.

A: ProPack appears to be a commercial product, so it's not available in
   any PD/shareware collections. This is all I know about ProPack and
   its publisher:

   PRO-PACK 2.08 Software Developers File Compression Utility 2 Apr 92
   Copyright (c) 1991,92 Rob Northen Computing, UK. All Rights Reserved.
   PO Box 17 Bordon Hants GU35 8DY U.K. Tel:0428-713635 Fax:0428-713999

   This information is from 1992, so I can't guarantee that it hasn't
   changed.

Q: What can I do to encourage the author to write updated versions of SWOS Ed?

A: It's very simple. First of all register, then send him a nice postcard,
   suggestions, accelerator boards for his A1200, millions of dollars,
   a few expensive cars etc.

Please also read Important section of this guide.

If you still don't know how to fix your problem, visit my WWW
home page (see Author). If you still can't
find a solution, please e-mail me.

1.21 Magic User Interface

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/96 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With
the aid of a preferences program, the user of an application has the
ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing
lots of examples and more information about registration please look for a
file called "muiXXusr.lha" (XX means the latest version number) on your
local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US$ 20.-

to

Stefan Stuntz
Eduard-Spranger-Straße 7
80935 München
GERMANY

1.22 SWOS Ed Index

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